



Cleric 1

CLASS & LEVEL

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Soldier

BACKGROUND

STR  
+2  
15

+2 PROFICIENCY  
BONUS

ARMOR  
CLASS  
(AC)

INITIATIVE

15

-1

SPEED  
25 ft.

#### SAVING THROWS

+2 Strength Saves  
-1 Dexterity Saves  
+2 Constitution Saves  
+0 Intelligence Saves  
+4 Wisdom Saves \*  
+3 Charisma Saves \*  
\* Prof. bonus added

DEX  
-1  
8

CON  
+2  
15

INT  
+0  
10

WIS  
+2  
15

CHA  
+1  
12

ARMOR

15

-1

SPEED

25 ft.

Armor Worn: scale mail, shield

HIT POINTS

10

HIT DICE

1d8

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 bludgeoning damage. (If used two-handed in melee, does 1d10+2 damage.)

**Light Crossbow.** *Ranged Weapon Attack:* +1 to hit. *Hit:* 1d8-1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

#### MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

#### Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Unflinching in face of an enemy. Repugnant habits.
- **Ideal:** Duty to liege and subjects.
- **Bond:** Serves with childhood rival.
- **Flaw:** Lax on most unit duties.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

**Tools:** gaming set (dice set), smith's tools, vehicles (land craft)

**Saving Throws:** Wisdom, Charisma

**Skills:** Athletics, Intimidation, Medicine, Religion

**Languages:** Common, Dwarvish

#### RACE

#### Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 115 years old
- Medium Size (4' 3", 148 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Stonecunning (stonework lore)

#### CLASS

#### Cleric Class Features [PHB p. 57]

- Ritual Casting
- War Priest (if attack action, add attack as bonus action, up to uses per day)

#### SPELLS

#### Spellcasting [PHB p. 201]

Spell Attack Modifier +4  
Spell Save DC 12

**Cantrips Known:** *Guidance, Spare the Dying, Thaumaturgy*

#### Prepared Spells

1st Level (2 slots): *Divine Favor\**, *Shield Of Faith\**, *Cure Wounds*, *Command*, *Bless*

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** scale mail (AC 14), shield (AC +2), warhammer, mace, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 111 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 14 gold pieces (gp); 58 silver pieces (sp); 4 copper pieces (cp); 3 gems (worth 10 gp each)